

SPACE HULK FIELD MANUAL v1.1

(about the game released by <http://www.teardown.se>)



A brief introduction

We at Teardown thank you for taking an interest in our game and hope that you will enjoy endless of hours playing it. Ever since we were small children we have gazed upon the world of space hulk with delight and spent a great deal of our youth playing both the board game as well as previous games to both the Amiga and the PC. We have spent the last 1½ years working on this game, trying to perfect it the way we ourselves would like to play it and it is with great pride we now release it to the world. The whole idea behind this game was to create a game that was easy to start and play for a while when you were bored or just if you had nothing better to do and it was never intended to grow this large, and so the response from all of you have been tremendous and we are so grateful and happy that others may enjoy this game as well. Duly note that we have no desire to earn any funds out of this and so should anyone feel that we have used any of their work without permission do not hesitate to contact us and we will remove it from this game. Now continue to read through this manual and make sure to spread the word that this game is available to anyone wanting to play it. One last thing, since we put so much work into this, every encouragement or simply just a mail telling us you enjoy our game world mean so much to us. Thank you. /www.teardown.se

The first thing you have to do to play **Space Hulk** is read these rules. We've included lots of images and examples to help explain the more complicated ideas. Don't try to memorize this manual on the first go; all you really need to begin play is a grasp of how things work - you can look up the particulars as you need during the game.

The world of Space Hulk

The History of the Game

Space Hulk is an out of print board game produced by Games Workshop. The game was set in their Warhammer 40,000 universe and draws a certain degree of inspiration from the *Alien* movies.

The term "Space Hulk", from which the game gets its name, is used within the Warhammer 40,000 universe for any masses of ancient, derelict starships, asteroids, and other assorted space junk that eventually merges into one massive form, ranging from the size of a small moon to a large planet, which drift through the territory of the Imperium. Because a hulk may contain bits of lost information or technology, the Imperium often sends teams of Space Marine Terminators to search for and recover these valuable items. The hulk may not stay in real space for very long, eventually slipping back into the Warp, so retrieval operations must be rapid and efficient. Genestealers often make homes of these hulks, attacking those who come aboard in order to spread their genetic code further afield.

Two computer games were made based on the board game, the first, *Space Hulk*, for the PC and Amiga; and the second, *Space Hulk: Vengeance of the Blood Angels* for the PC, PlayStation, Sega Saturn, and 3DO consoles. Both of these were tactical action shooters based on the boardgame rather than reproductions of the boardgame.

The Space Hulks

The game of Space Hulk chronicles the assault upon one of the giant vessels by a Company of Space Marines. The player takes on the part of the Space Marines, the toughest warriors of the Imperium fighting against the Genestealers: fast, vicious, and

super-humanly strong alien creatures. The game takes place aboard a massive derelict vessel known as a space hulk, in which the aliens are invading Human Space.



The Space Marines

The Space Marines are the best soldiers of the Imperium of Man.

They are elite soldiers, specially chosen for natural ability, and have their innate superiority enhanced further by a combination of extensive training, mental conditioning and genetic alteration. Their dedication and steadfastness is a product of this superiority and indoctrination. Their structure and cultures are monastic in nature although often display features of other strict martial orders and warriors cultures throughout history.

As befits such an elite force they are given equipment to match their abilities. They wear power armour to give them all-over protection and the ability to survive in hostile environments, and are equipped with superior weaponry as well, in the form of Bolters. Space Marines are also much taller than a standard human being, somewhere between seven and nine feet high when clad in their power armor.



The Genestealers

Genestealers appear as roughly man-sized, six limbed creatures with an endoskeleton common to other Tyranids. Their two lower limbs are legs, the another four limbs are extremely sharp claws which are used for tearing apart foes in close combat - these claws are so sharp that they can even hack through extremely well armored enemies, such as Space Marine Terminators. Genestealers are also known for their incredible agility and great skill in close combat.

Genestealers were first encountered by the Imperium of Man on the moons of Ymgarl. After this encounter, Genestealers were further encountered on large derelict ships known as "space hulks"- these ship-borne encounters being the subject of this game. With the invasion of Hive Fleet Behemoth, it was discovered that the Genestealer was in fact a part of the Tyranid race. Genestealers perform two roles for the Tyranid armies: first, they are often found in the Tyranid armies acting as assault troops; second, they can be found as an advance force of the Tyranids, aiding planetary invasions through the use of their unusual reproduction method.

The Space Marine Chapters

There are four different chapters of space marines available in this game. Between missions you can change chapter and continue your play with the selected one. Each chapter can have one ongoing campaign so if you want to start a new campaign without aborting the current just select another chapter.



Blood Angels

In the fictional universe of Warhammer 40,000, the Blood Angels are one of the twenty First Founding Legions of the Space Marines. They are well known for their bloodthirsty nature in battle, and feared for the curse they carry. They are among the longest lived of the Space Marine Chapters with some serving the Emperor for over a thousand years. The Blood Angels paint their armor blood red.



Space Wolves

The Space Wolves are considered experts at close-quarters fighting, and their warriors compete keenly for glory on the battlefield. Their home world is the Ice World of *Fenris*, (named after the Fenris wolf of Norse mythology). As their culture are based on that of Viking warriors, the Space Wolves place great emphasis on strength and honor. The Space Wolves are known for their grey armor.



Ultra Marines

The Ultramarines are considered to be the greatest of all the Space Marine Chapters in the Imperium of Man, almost single handedly holding the Imperium together. Highly disciplined and courageous warriors, the Ultramarines have remained true to the teachings of their Primarch for ten thousand years. "Ultramarines" is a nod to both their standing among Space Marine chapters, as well as the overall color scheme of the army.



White Scars

The White Scars were one of the First Founding Legions of Space Marines in the fictional universe of Warhammer 40,000. Known and feared throughout the Imperium for their highly mobile way of war, the White Scars are considered the masters of the lightning strike and hit-and-run attacks. White Scars power armor is predominantly white, with red trim. This has only varied slightly since the Pre-Heresy days of the Legion.

Playing Space Hulk

The goal of the game

The player takes on the role of the Space Marines trying to accomplish a pre-determined assignment. These missions vary between maps and require different strategies depending on the task. The game of space hulk is played out in turns. Firstly the player move his marines a number of squares, try to kill attacking genestealers or whatever he thinks is best suited to complete his mission. In the genestealer turn the computer acts as the enemy and moves any genestealers on the map trying to stop the player from accomplishing his goal usually ending in the attempt to kill all space marines left in the game. How many actions the marines and genestealers may take is determined by a number of actionpoints and when they are used up the turn ends and the player/computer take another turn and so the game continue until either the mission is completed or all space marines are killed.

Missions

On each mission you are given one objective which you must complete. There are 10 different objectives throughout this game:

- **Flame**

One or more Marines in your squad is equipped with a Heavy Flamer which must purge the sectors marked as objectives. When done the mission is completed. If all marines carrying Heavy Flamer would die before the mission has been completed you have failed.

Note: The enemies will know of your mission and will be more interested in killing the few marines carrying flamers who are able to complete your mission.

- **Escape**

A specific amount of marines must make it to the marked exit teleporters to secure victory.

Note: When you need to exit with "at least one marine" the mission does not end until all marines are either standing on an exit teleporter or are dead.

- **Recover**

Find one or more C.A.T. Scanner located somewhere within the Hulk and take it to an exit teleporter.

Note: The C.A.T. Scanners move around gathering data from a Hulk so they might not be at the same location next time you run the same mission.

- **Terminate**

Depending on the mission you need to kill all or a specific amount of Genestealers to succeed with this objective.

- **Protect Area**

You must prevent any enemies from entering the area you are supposed to protect.

- **Protect Object**

You must prevent any enemies from attacking and destroy a specific object.

- **Destroy**

You must find your way to the objects and destroy them.

- **Seal**

Close all designated doors to complete the objective.

- **Survive**

Your marines must survive for a specific number of rounds. The mission is completed when the enemies have moved during the last round and at least one marine is still alive.

- **Patriarch**

Find and kill the Patriarch - the leader of the Genestealers.

The Space Hulk layout

The endless corridors and chambers of a Space Hulk are nothing less than a maze but in order to understand your assignments better, here follows a short description of the different types of element that creates a Hulk.



Corridors

Corridors are without a doubt the most common element of a Hulk. These corridors are miles long and run from one end of the Hulk to the other. All corridors are also filled with roof pipes and other types of debris. These are however only a visual feature and have no actual effect to the game. All corridors are so narrow that only one space marine or genestealer may occupy each square. There is no way to walk around another marine occupying a square in the corridors.



Rooms

The rooms of Space Hulk often act as junctions to several corridors or contain vital objects necessary to a mission. The rooms and chambers of a Space Hulk are larger areas making it possible to pass around other space marines or an ideal place to fall back and stand your ground should you be totally surrounded by genestealers. Also note that the rooms offer ideal positioning when you want several marines to fire down the same corridor or cover a specific path.



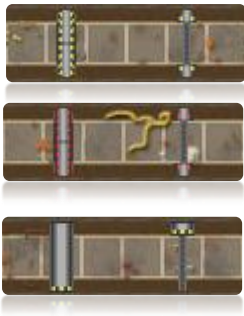
Junctions

Just as with the rooms, junctions also have the function to bind together different corridors to complete the maze of the Hulk. All junctions also make it possible to pass around another space marine and to separate your space marine squad. The genestealers will also use this feature and will use all junctions to divert so that they may attack you from different directions or to circle around your marines and attack you from behind.



Ventilation shafts

The ventilation shafts are by far the narrowest parts of a Space Hulk. Used to transport fresh air around the hulk these are the perfect passageways for any genestealers. Genestealers often use them as shortcuts and to escape space marine fire. As these ventilation shafts are so narrow the space marines do not fit into them and so they are off limits. Try to stay away from them if possible.



Doors

There are 3 types of doors you will encounter in a Hulk:

Normal door (yellow markings)

The most common door which can be opened and closed by both Marines and Genestealers. A Marine with a Storm Bolter or Assault Cannon can destroy these doors by shooting at them.

Security door (red markings)

These doors are locked and only Marines can open and close them. That means they can be used to keep Genestealers locked out.

A Marine with a Storm Bolter or Assault Cannon can destroy these doors as well.

Bulkhead

Bulkheads are basically large emergency doors used to seal off a section of the Hulk.

Marines can close them but when they are closed they cannot be opened again! Only a Marine with an Assault Cannon can destroy these doors.

Ingame appearance

Here follows an extensive explanation of the design of the game and an introduction to understanding the layout.

This is an image of a typical ingame screenshot:



The Status bar

All vital information regarding your Space Marine squad is displayed here.

Apart from the obvious graphical appearance of your marines the Status bar also displays such things as your current ranks, the number of available Action points as well as Command points. This is also the best place to see which weapon you are equipped with and how many marines you have at your command. The number of available marines in a mission varies between one and ten. If equipped with a Flamer or an Assault Cannon the numbers of remaining rounds of ammo are also displayed here.

Should your marine go into Overwatch or Jam, this will also be displayed as explained below. In this image here, five marines are available and currently marine number 3, named "Udman" is chosen.



Action Points (AP)

The AP are used to execute all available actions to a specific marine. All moves and costs are explained later on. 4 AP are given to each marine at the start of each round. The AP are personal and can only be used by that specific Marine. When the player is ending the round any remaining AP left are considered wasted.

Note: on this image all four AP are still available.



Command Points (CP)

1 to 6 CP are given randomly to be shared amongst all marines in the mission at the start of each round. These points can be divided any way you like among all remaining marines. When the player is ending the round any CP left are wasted. The rank of your Sergeant still alive in the mission determines the minimum of CP you get so for example if your Sergeant has reached his fourth rank you always get at least four CP.

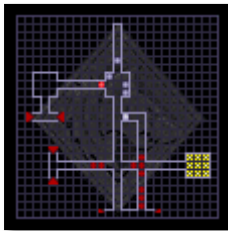
Note: on this image only one CP is still available.



Weaponry

A more detailed explanation of all available weapons are done later on but the Status bar is the best way to see how you are equipped.

Note: on this image the marine is equipped with a flamer (compare it to the images above where the marine is equipped with a Storm Bolter). The shoulder pad is different and you are shown that you currently have 4 out of the original 6 rounds of ammo left.



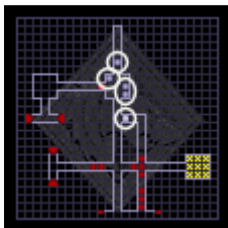
The Minimap

This minimap is not only a copy of the current map but more importantly the radar to pick up approaching enemies and to get an overview of the structure regarding positioning of your marines and where to advance in order to complete your mission.

Should the map feel too small you can always *left-click* on it with your mouse cursor to make it fit the entire screen, and to close the map just *right-click* on it once more.

In some missions the radar will be partly or completely out of order; there are four states for the radar:

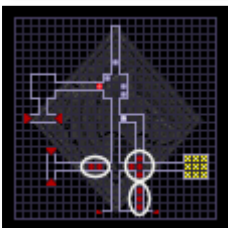
- **Normal**
The radar shows information as it is supposed to.
- **No walls**
Only enemies are showing, no walls. As you progress through the Hulk the radar expands showing you what you have explored.
- **No enemies**
The radar only shows the walls of the Hulk, not where the enemies are.
- **No walls and no enemies**
The radar only shows the walls of the Hulk where you have been. Enemies are not shown.



Marine Positions

The space marines are shown on the minimap in a light blue color regardless of which chapter you choose to play with. Also the currently chosen marine is marked with a slightly brighter blue color. Remember that the minimap only show your positions and not the directions your marines are facing.

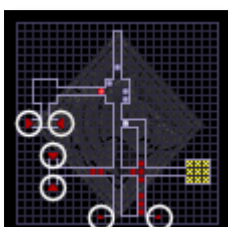
Note: Compare the minimap and the ingame image to the right to fully understand how they compare as this is a crucial ability to handle the game.



Blips

All enemy activity is shown on the minimap as so called *blips*. Each blip is marked as a large red dot (3 times 3 squares) on the radar screen. As any blip simply is an indication of enemy activity a blip can contain up to 6 genestealers moving as a group but it can also be a interference in the transmission and actually be 0 genestealers. When a marine gets Line of Sight to a blip it will be converted to the actual amount of genestealers the blip was containing.

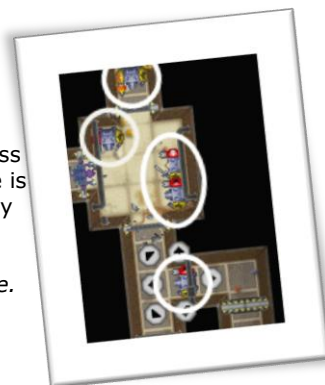
Note: this image contains three clusters of blips (white marked) well out of sight from the space marines.

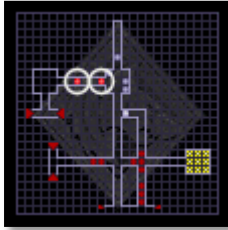


Entrypoints

As the game progresses the genestealers are often reinforced by the arrival of even more enemies. The locations from where the new genestealers enter the board are called entrypoints. The entrypoints are marked on the minimap with a red arrow. The most common settings in a map are that the genestealers get one or two new blips each round.

Note: this radar image reveal as many as six different entry points.



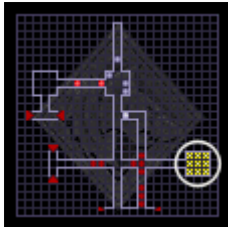


Genestealers

The deadliest foe of the Empire is marked on the minimap with a light red dot. Separate the darker red blips and the lighter red genestealers so you do not get surprised then a blip transform into six new genestealers.

Note: in the minimap all enemies are shown but ingame several enemies can hide behind the first one. Compare the images to observe how a second genestealer is positioned three squares behind the first one even though it is not visible on the ingame image.

This is the major reason why your radar is so important.



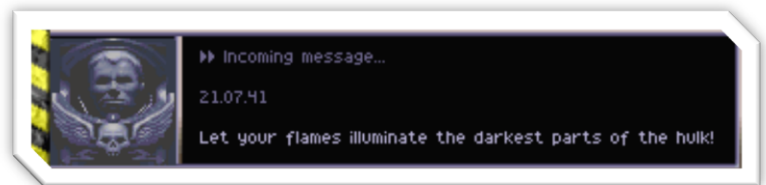
Objectives

The different objectives throughout the game are often marked out on the radar as a yellow X. This indicate the direction you should head for and if several objectives are on the same map you are able to see which objectives you still have left to complete.

Note: this mission is about flaming a complete sector of 3x3 squares. That is why several joining squares are marked out on the map.

Incoming messages

From time to time your commander uses his intercom to transmit messages to your squad. This is a good indication how much time you have left to complete your mission. He will also alert you should you stand too close to an enemy entry and enemies are approaching. To remove incoming messages simply click on it with your mouse button.



End of round

The end of round-button is used to indicate that you are done with your turn either because you have no more action points and command points to use or if you simply are satisfied with the positioning of your marines. When pressing this button the genestealers take their turn of action: moving and attacking. After that a new round is started and it is your turn with new action points and command points are given to your marines that survived the previous genestealer turn.

Moving your marines

And so you have learned everything there is to know about the visual aids but you still have the two most important aspects left to learn. Firstly how to move around and act with your marines and secondly how to kill all those genestealers roaming the space hulks.

Selecting the appropriate marine

When it is time to select the marine you want to move around with there are three different ways to select him.



1. Use your mouse button and simply left click on the desired marine.
2. Use the Status bar and press the information box of the marine.
3. The Status bar also shows a number before the name of every marine. By pressing the corresponding number on your keyboard you select that marine. Anywhere during the game you can also press the TAB button to make a number appear above all your marines (as the image shows). That way it is easier for you to identify which marine has the corresponding number.

Note: On this image you could for instance press the number 2 button to change your marine selection.

Actions

The actions a Marine can perform are shown as action buttons surrounding the character. By right clicking the mouse you toggle between movement and fire mode. White buttons indicate movement; red buttons indicate firing and yellow indicate objective specific actions. Each move has a specific cost in Actionpoints/Command Points, only the moves possible to perform are shown on screen. Here is a complete list of all actions:



Move Forward – 1 AP

Takes the marine one step forward (straight ahead).

Move Diagonally – 1 AP

Takes the marine one step forward but diagonally.

Move Backwards – 2 AP

Takes the marine one step backwards (straight backward or diagonally).

Turn 90 degrees – 1 AP








Rotate the marine either left or right.

Open/Close Doors – 1 AP

All doors regardless of type cost 1 AP to open/close.

Operate – 2 AP

In some missions specific objects must be operated to complete the objective.

-  **Pick Up/Drop Off item**
To pick up the item walk onto the square it is located on. When you want to drop it off it will be dropped on the square the Marine is standing on.
-  **Fire – 1 AP**
After right clicking your mouse button, this icon shows where to fire using your Storm Bolter or Assault Cannon.
-  **Fire Heavy Flamer – 2 AP**
Marines equipped with the heavy flamer can fire a cluster of squares at the cost of 2 action points. How to do it will be described later
-  **Overwatch – 2 AP**
This icon sets your marine into Overwatch, making him fire at any enemy entering his line of fire. Only Storm Bolters and Assault Cannons can be set in overwatch.
-  **Clear Jam – 1 AP**
When you marine has jammed, use this icon to “clear jam” in order to reload and continue to fire.
-  **Melee Attack – 1 AP**
Lightning Claws and marines equipped with a melee weapon can use this icon when standing next to a genestealer to attack them in hand to hand combat.
-  **Heavy Flamer self destruction – 1 AP**
A marine equipped with the heavy flamer may self destruct if he has at least 1 round of ammo left. The blast from a self destruction is greater than an ordinary flamer shot and also destroys any nearby doors. *Note: A popup will appear asking you if you really want to perform this action so you do not trigger this event by mistake!*

Note: Having problems figuring out which move an action button represents ingame? Place the mouse cursor on a button and a help text will appear telling you which move it represents and also how many AP it will cost to perform.

Genestealer movement

Using actionpoints

The genestealers move around the hulk much like the marines. Any converted genestealer or blip have 6 action points every round and may use them to both walk and fight. Also note that the genestealers are limited to hand-to-hand combat meaning they do not have the ability to fire upon you and so they must get very close in order to attack. Just like the marines every step a genestealer takes cost them 1 action point but since they are so agile they may turn 90 degrees free of charge. Always count the number of squares separating your marines from the genestealers. If there are at least 6 squares separating you may be certain the genestealers do not have enough action points in their turn to reach you.

Lurking

When a marine is standing no more than 6 squares from an entry point any blips that are entering the map from that entry point will be forced to lurk. A lurking blip will not be able to enter the map that round but have to wait until next one. If this happens the entry point arrow icon on the radar will change to a filled arrow icon and an incoming message will warn the player about enemies about to enter close by. Once you are warned try to either cover the entryptoints using overwatch or take a couple of steps away from the entry as you may be certain enemies are approaching.





Marine weaponry

Marine weapons




Depending on each mission the marines are equipped with different weaponry. Here is a list of all offensive and defensive weapons available:

(the color of the figure is bound to his chapter, not to the weapon he carries)

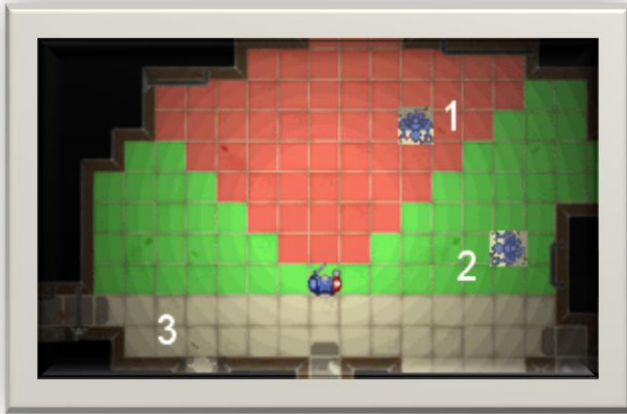
OFFENSIVE WEAPONS

-  **Storm Bolter**
This is the standard weapon for a marine. Can be set to overwatch and gains a sustained fire bonus for each shot it fires making hits easier and easier to kill the same target.
-  **Heavy Flamer**
A shot from the Heavy Flamer covers an area of up to 3 times 3 squares with flames which instantly kills all enemies and in worst case friendly marines. This weapon cannot be set to overwatch but it has a self destruction feature that only should be used as a last resort. When it explodes it covers an area with flame around the marine with a diameter of 5 squares. The self destruction is also so powerful that normal doors and security doors within distance are destroyed. The Heavy Flamer has limited ammunition, 6 shots can be fired.
-  **Assault Cannon**
The most powerful weapon available for the marines. The Assault Cannon fires a burst of bullets giving it much higher hit ratio than the Storm Bolter. It can be set to Overwatch but beware that it only has 10 bursts of ammunition and when they are gone the weapon is useless.
-  **Lightning Claws**
A Marine equipped with Lightning Claws can only attack in close combat. The weapon is designed to be as powerful and deadly as the Genestealer attack.
Note: Attacking in close combat will allow the attacked Genestealer to defend itself and that might cause it to beat the Marine and kill him.

DEFENSIVE WEAPONS

-  **Power Glove**
The standard marines are equipped with the Power Glove. It can kill a Genestealer but the marines are not recommended to use it unless in self defense.
-  **Power Sword**
All sergeants are given the Power Sword to increase their chances in close combat. This is also the weapon given to all marines when reaching the rank of Saint.
-  **Chain Fist**
The sergeants reaching the rank of Saint (explained later) is given an even better defensive weapon - the Chain Fist. It is basically a chain saw built into a Power Glove making it tear through the bones and flesh of a Genestealer with ease.

How to spot and kill a Genestealer



Line Of Sight (LOS)

LOS is basically what the marine can see with their own eyes. Marines have a 180 degree view angle and with help of special heat and night vision sensors they can spot targets without range limit. All walls, closed doors, other marines, genestealers and flames cut LOS making it impossible to see past them. To visually get a representation of the LOS press the small green button (●) in the top right corner of the currently selected Marine.



Line Of Fire (LOF)

The Terminator armor of the Marines gives them needed protection but also limit them in motion. Due to this the LOF - the area where enemies can be targeted - is only an angle of 90 degrees but same as LOS without range limit. To visually get a representation of the line of fire press the small red button (●) in the top right corner of the currently selected Marine.



Note: In the large image above the marine spot two genestealers. Genestealer number 1 is both in his LOS as well as LOF and so the marine may fire his storm bolter trying to kill it. Genestealer number 2 is also on the marine LOS but not in his LOF. This means that currently the marine cannot fire at genestealer number two and must make a 90 degree turn before he can fire at it. Also a genestealer is positioned at the number 3 but since the enemy is both out of LOS and LOF it is not visible to the marine. The only way to know that it is there is to see the red marker on the minimap.

Killing a genestealer in your own turn

So you have finally tracked down that genestealer and are ready to put it down for good? Excellent, let me show you how it's done.



Step1. To the left you have the genestealer you intend to kill. If you have at least 1 action point left at your disposal you may try to kill it. First press your RIGHT MOUSEBUTTON to go into fire mode. You will see a red icon behind your marine. This is your overwatch-icon and will be described shortly.



Step2. Place the mouse cursor above the genestealer. A new red icon will appear and the text *open fire >1* should also appear telling you it will cost 1 action point to fire your gun. Press your LEFT MOUSEBUTTON to fire once. Sometimes you kill the enemy on the first shot. Other times it may take several shots.



Step3. When killed only a puddle of blood remain of your enemy and you may use any action points you have left to continue moving or shoot more genestealers if others were standing behind the one you killed.

Killing a genestealer in the genestealer turn (OVERWATCH)

Since you can only manually shoot during your turn and not when the genestealers are moving it can be wise to activate overwatch for your marines. Overwatch means that the marine focuses on any enemy activity and fire his weapon at anything moving within his line of fire. Setting your marine into overwatch cost 2 action points and when set into overwatch you cannot do anything else with that marine for the rest of the turn. Two other ways of setting you marine/s into overwatch is by pressing the letter "O" to set the currently selected marine, and SHIFT + O to set the entire squad.



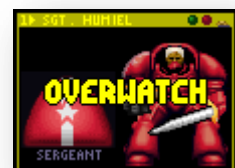
Example 1: Just as the example above a genestealer has appeared before you but as you only have 2 actionpoints left so you do not want to take the chance of missing twice and then be fully exposed so instead you press your RIGHT MOUSEBUTTON getting into fire-mode and then press the star-icon behind your marine.

By doing so your marine go into overwatch-mode making him fire one shot every time the genestealers take one step closer. As there are four steps between yourself and the genestealer you will hopefully get four shots at the genestealer before it attacks you.

Note: The image to the right shows how the overwatch is indicated on your Status bar.



Example2: To even further increase your chances of killing the enemy you may have several marines cover the same squares on the board shown in the image to the left. Two marines are here set into overwatch so when the genestealer take one step forward both marines may fire their storm bolter at their foe doubling the chance of killing it. As the genestealer probably will attack the closest marine it must take two steps forward and then turn 90 degrees so both marines can fire three times before it can attack. By then it will probably be dead. Also note that even though the genestealer do not have to pay any actionpoints to turn it is still a considered movement and so the marines may fire.



JAM

The drawback of OVERWATCH is called JAM. This is when you fire too rapidly causing the storm bolter to lock up. Should this happen you may not fire any more rounds in that genestealer turn and must await your own turn before you can CLEAR JAM (Cost 1 AP).

This is done by pressing the icon just ahead of your marine. Also note that you cannot fire any more shots until JAM is cleared, but you may still move around as you wish. If you are unfortunate your weapon may JAM on your first overwatch shot and so the genestealer can use the rest of its movement without being fired upon. This is usually where they kill you.

Note: Only Storm Bolters can jam, the Assault Cannons do not have this problem.

Killing a genestealer using your heavy flamer

The use of your flamer differs slightly from the regular storm bolter.

As shown on the three images to the right your heavy flamer has spotted a genestealer. By pressing the RIGHT MOUSEBUTTON you once again go into fire mode (picture 1). Then by moving your mouse over the desired squares, you are given the visual view of how the fire will be laid out (picture 2). By pressing your LEFT MOUSEBUTTON you fire your flamer at the cost of two action points killing the genestealer (picture 3).

Note: the flames also remain in the genestealer turn making it impossible for any other enemies behind the flames to cross them and attacking your marines.



Ranks and Heroic stars

Ranks

Marines who survive several missions and show their worth by killing genestealers will be awarded with higher rankings. This is an honorable moment for any marine and an indication that his superiors know of his deeds.

There are five ranks to be achieved:



Apostle: This is the first rank up a marine get and is fairly easy to require. Any sergeant joining the battle start as an apostle to show that he has higher combat experience than his fellow soldiers.



Blessed: The second rank up requires the marine to both survive a couple of missions and also that he has some confirmed kills on his record. Beside his medal any marine reaching this rank is awarded with new kneepads showing his worth.



Saint: The third rank is the most important one. Any sergeant or marine reaching this rank is awarded with a new close combat weapon. The staff sergeant is given the chain fist and the marines are awarded with a sergeant power sword. Both weapons increase their chances of surviving a close combat encounter with a genestealer.



Cardinal: The forth rank is only for the greatest of veterans and very uncommon among fighting marines. When reaching the rank of cardinal the marine is given shoulder pad insignias in gold showing the chapter he has devoted his life to.



Archangel: The final rank, archangel is almost impossible to get. By then you are either a hardened veteran or more probably dead. The archangel is given a hand carved insignia of the Empire forged to his chest so that any friend or foe knows of his deeds he has performed in the name of the Emperor and his chapter.



Heroic Stars

If you complete a mission without casualties all marines will be given a heroic star as a memory of their brave action. A marine can carry up to 10 stars on their shoulder. A silver star represents one star, a gold star represents two stars. This is an extra insignia upon their shoulder as a token that they take care of their brothers in war.

Final words

And so you have learned everything there is to know about the hard world of Space Hulk that is in theory anyway. Now it is time to stop reading and go out to the field and show the Emperor all that you have learned. We highly recommend you start by playing through the "tutorial"-campaign as it will step by step teach you in the same way as this field manual has. Also should there be any questions simply return here and read those parts that seem unclear one more time.

In game-technical terms you can either ask around on our forum or drop us a mail if you found a bug or if something is difficult to understand. We will do our best to help you so that you may enjoy this game that we are so proud of making.

For further updates, new campaign and support please visit <http://www.teardown.se> on a regular basis as we intend to release many more campaigns in the months to come. The world of Space hulk is endless and there are always more genestealers waiting in the cold dark voids of space.

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Sweden, 17 February, 2008